NES-DE-USA

INSTRUCTION MANUAL

Deadly Towers™

Adventure Series

Broderbund®

This game is licensed by Nintendo for play on the

Nintendo®

ENTERTAINMENT SYSTEM™

Nintendo and Nintendo Entertainment System are trademarks of Nintendo of America Inc.

© 1987 Brøderbund Software, Inc.
Programmed by IREM Corporation.
Planning by Lenar.

Deadly Towers is a trademark of Brøderbund Software, Inc. Brøderbund is a registered trademark of Brøderbund Software, Inc.

Thank you for purchasing the Nintendo Entertainment System Deadly Towers™ Game Pak.

Brøderbund®

PRECAUTIONS

1 This is a high precision game. It should not be stored in places that are very hot or cold. Never hit or drop it. Do not take it apart.
2 Avoid touching the connectors, do not get them wet or dirty. Doing so may damage the game.
3 Do not clean with benzene, paint thinner, alcohol, or other solvents.

INDEX

The story of Deadly Towers	3
Game description	3
How to use the controller	3
How to understand the screen—	5
Part 1 (MAIN screen, SHOP screen)	6
Part 2 (INVENTORY/STATUS screen)	7
General map of Deadly Towers	8
How to play the game	9
Attack items	11
Defense items	12
Other items	13
Enemy characters	15
Helpful hints	19

THE STORY OF DEADLY TOWERS

After the title screen appears the story of Deadly Towers will appear on the screen.

GAME DESCRIPTION

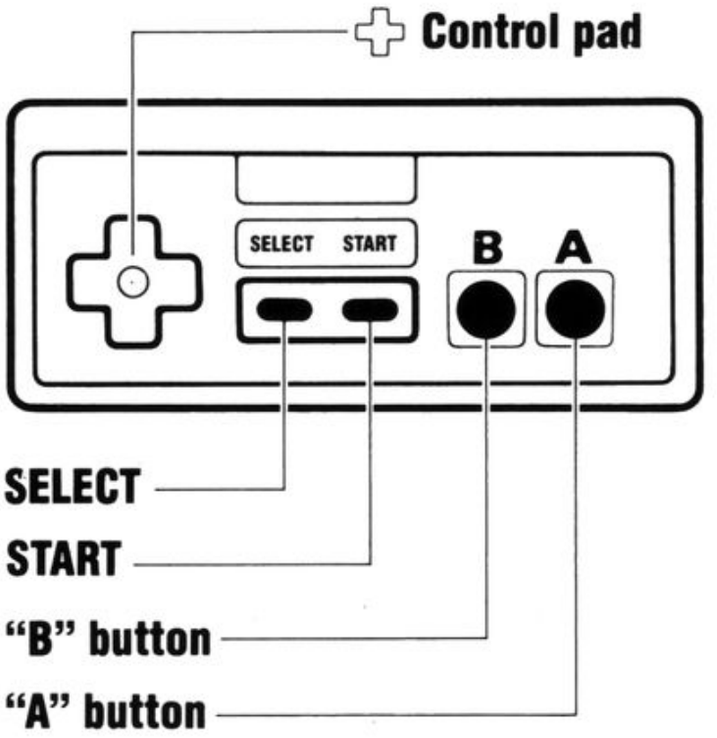
Your final goal is to kill Rubas to restore peace to the kingdom. However, the entrance to the King of the Devil's hidden rooms is sealed. In order to open the entrance you must climb up each of the seven bell towers, remove the bells and burn the towers.

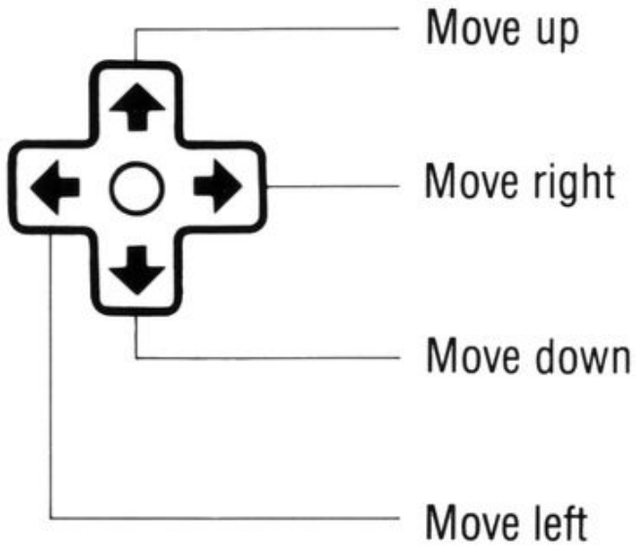
HOW TO USE THE CONTROLLER

In this game the controller can control many things. Notice that the controls will change when switching between the main (GAME screen) and sub-screens (INVENTORY/STATUS, SHOP and PASSWORD ENTRY screens).

Control Pad

You can move Myer in 8 directions. During the INVENTORY/STATUS and PASSWORD ENTRY screens, the control pad moves the cursor to choose items or letters.





SELECT button
When the select button is pressed during the game, the INVENTORY/STATUS screen appears. Pressing SELECT again will return you to the main screen.

START button
Use this button to start the game.

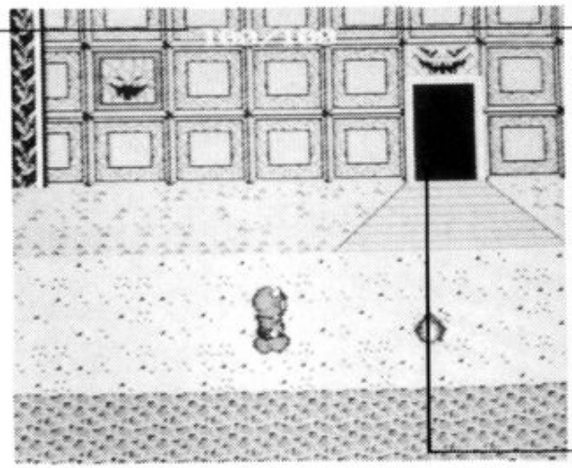
"A" Button
Fires your sword and selects items to buy (you buy items in SHOP screens). When Prince Myer is standing underneath an item to buy, pressing this button will buy the item (if you have enough Ludder). While in the INVENTORY/STATUS sub-screen, pressing this button will use the item that is highlighted by the arrow.

"B" Button
During the INVENTORY/STATUS screen, pressing this button twice will throw away the item highlighted by the arrow. During the PASSWORD ENTRY screen, pressing this button will move the cursor back one letter.

HOW TO UNDERSTAND THE SCREEN

You must learn to understand the screen to play the game. There is the main (GAME) screen and the two sub-screens (INVENTORY/STATUS and SHOP screens).

Current hit points—this is your life power. If this number becomes '0' your quest is over.



Maximum hit points (HP MAX)

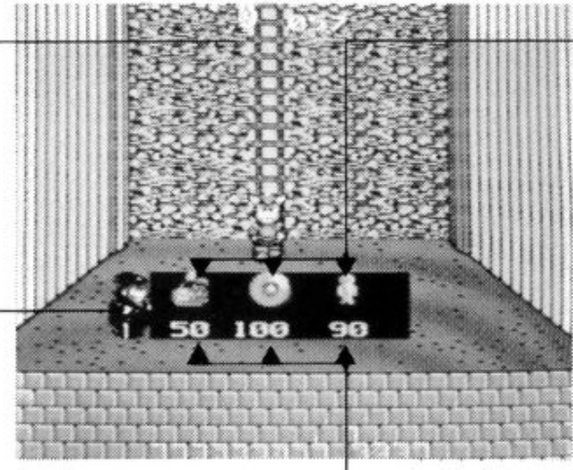
Entrance to the next area. If you enter this area the screen will change to the next scene.

The jagged edges are cliffs. Prince Myer will not fall off most edges, but if he walks on a broken edge he will fall.

In the main adventure screen, many monsters will attack Prince Myer. In this area, he can move up, down, left, right and diagonally.

Shop Screen

You can buy many items. In order to buy an item, stand in front of an item and press the "A" button. By doing so, the item purchased will be displayed in the INVENTORY/STATUS screen's item column.



Money Prince Myer is carrying.

The shop owner.

Items which are sold in one shop are different than items sold in another.

Price of items—the currency in the Kingdom of Willner is Ludder.

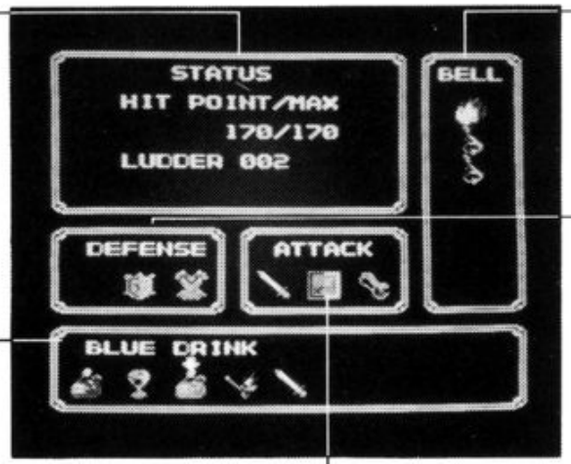
Sub-Screen (INVENTORY/STATUS)

During the game, you can get all the information about Myer by using this sub-screen.

This sub-screen is divided into 5 parts: STATUS, DEFENSE, ATTACK, ITEM and BELL. Each part displays needed information for fighting. Utilize this information well to help carry out your task.

STATUS—The current hit points and maximum hit points. Underneath, the money (Ludder) that Myer is carrying is displayed.

ITEMS—Items which are collected will be displayed in this area. In order to use an item, move the arrow over the item and press the "A" button. In order to throw an item away, select the item the same way and press the "B" button TWICE.



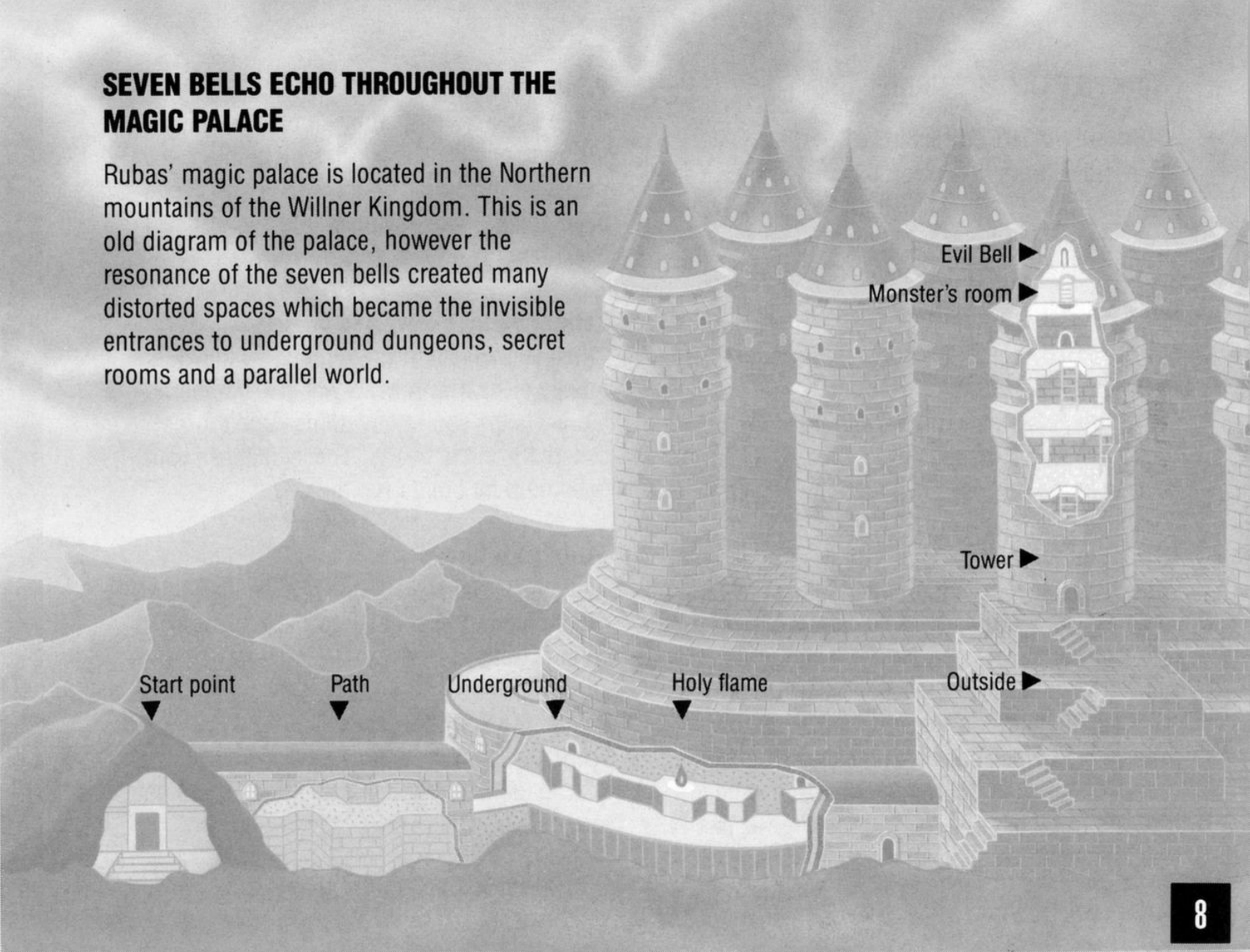
BELL—Magical Bells which are removed from each tower are displayed here. (when you burn a tower down, a flame is displayed).

DEFENSE—From the left, the helmet, shield or armor type that your are wearing is displayed.

ATTACK—Attack items are displayed in the order of (from the left) the sword, shooting mode and gloves worn.

SEVEN BELLS ECHO THROUGHOUT THE MAGIC PALACE

Rubas' magic palace is located in the Northern mountains of the Willner Kingdom. This is an old diagram of the palace, however the resonance of the seven bells created many distorted spaces which became the invisible entrances to underground dungeons, secret rooms and a parallel world.



HOW TO PLAY THE GAME

BURN DOWN THE SEVEN BELL TOWERS

Your objective is to reach the seven towers. Each tower has one bell which should be burnt by the holy flame. The bells are at the tops of the towers. After burning all the bells you will be able to open the entrance to the King of the Devil's room.

STARTING THE GAME

When you play the game for the first time or continue after a game is over, press the START button at the title screen. When the screen changes to the password input screen, press the START button again. When you wish to continue your game after you quit, enter your password in the password entry screen to start the game. The control pad moves the entry cursor up, down, left and right. Pressing the "A" button chooses that letter. Pressing the "B" button moves the cursor back one space. By using the password, you can continue the game with maximum hit points achieved (during the last game) and still retain some of your items.

Prince Myer has failed!

When you are attacked by an enemy or if you touch an enemy, the player's hit points will decrease. If you fall off a broken edge over a cliff or if the hit points dwindle to '0', your quest is over.

Collecting hit points and money—

When you kill enemies, sometimes they leave money or hearts. A heart will give you hit points. Money helps you to buy items. Don't forget to collect the circle hearts. These increase your maximum hit points (up to 299).

About your items—

An item can be picked up while wandering or can be bought at shops which are hidden in certain areas.

Enhancing your defenses—

When you start, you don't have any armour or special items. Wear items as soon as you get them.

Enhancing your attack—
To do this, increase the power or speed of your sword.

Use caution in the parallel world—
Sometimes an invisible entrance will take you to a parallel world. There will be only one exit to the world where you came from. Search all areas of the castle carefully to find the parallel worlds.

Big underground dungeons—
Same as the parallel worlds, the entrances to the underground dungeons are invisible. Each dungeon consists of about 200 rooms and each room has enemies. A few rooms in the dungeon have a magical pattern on the floor which may be the entrance to a shop, the exit of the dungeon or a good map marker.

Secret rooms are hidden throughout the towers and castle. Search every area by walking around the entire screen in each area.

Get the bells!
When you climb to the top of each tower, you have to fight with the guardian of the bell. If you win, climb the ladder and get the bell.

Burn the tower with the sacred flame—
When you get the bell, go back to the underground and touch the holy flame. The bell will be thrown into the fire and the tower will burn.

What about the entrance to the King of the Devil's room?
When you collect and burn all seven bells, the entrance to the King of the Devil's room will be opened (it is hidden).

Continuing your game—
When the game ends, write down the password displayed on the screen. To get a new password you have to end the game by dying (losing all your hit points).

ATTACK ITEMS— *Fighting Off The Monsters!!!*

This section introduces the items that can be obtained. No matter how useful the item, if you don't know how or where to use it, it is useless. Learn your items well.

SHORT SWORD—You start the game with this sword. It is so weak, you feel lonely (you have no confidence in this sword).

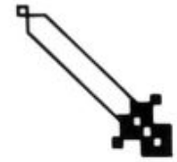
NORMAL SWORD—This sword is a good match for most enemies.

DRAGON SLAYER—As the name says, it has very strong attacking power (it gives you confidence). Get it as soon as you can.

GLOVE (blue)—Increases the speed of the sword (slow).

NORMAL GLOVE (grey)—You can shoot the sword at medium speed. You'll still feel safe even when you miss-shoot.

GAUNTLET (gold)—This is a miraculous weapon. It shoots the sword at maximum speed. It will increase the power of the sword drastically. If you carry this, you are a master of swordfighting.



SPLENDOR—This is the golden sword of legend. This beautiful, sparkling sword will illuminate anything. This is the most powerful sword in the game.

- ► *The maximum amount of Ludder that can be carried is 250 pieces.*
- ► *Maximum number of hit points is 299.*

INCREASING YOUR SKILLS (attack items)

DOUBLE SHOT—Allows you to shoot two swords.

PARALLEL SHOT—When you have this item, it allows you to shoot two swords in parallel.

LUDDER—When you kill enemies, they leave money. A 'star' is 5 Ludder, an 'L' is one Ludder. Collect them dilligently.

HEARTS The heart icon will increase your hit points. The circle heart icon will increase your maximum hit points (up to 299).

DEFENSE ITEMS— *Items Which Will Guard You*

Protect your body from the enemy's violent attacks by using armor (the defense items). At the beginning of the game Prince Myer is not wearing any armor. Protect your body by wearing defense items as soon as possible.

Defensive strength is determined by the total sum of your helmet, shield and armor.

CHAIN HELMET—This is a chain-mail helmet. It's better than nothing.

IRON HELMET—A strong helmet, made of iron. Defensive strength is medium.

HYPER HELMET—This is the helmet with the best defensive strength. It controls the enemy's attack by using magical power so the damage to you is minimal.

SHIELD—Shield made of bronze. Easiest to get but weakest defense (it's better than none).

► *If the item column in the INVENTORY/STATUS screen is filled, you cannot carry any more items. You have to throw away some items by pressing the "B" button TWICE while the selection arrow is over the item.*

LION SHIELD—Shield made of iron. By having this shield and the matching helmet and armor, it will increase your overall defensive strength, however this shield (used alone) only offers a medium strength defense.

SHIELD OF THE KING—The most powerful shield. It is guarded by holy power and it shines golden.

LEATHER ARMOR—This armor is made of leather. This is the lowest class of armor.

PLATE ARMOR—Armor made of iron plates. It's surface is fairly hard and it will withstand most shocks.

HYPER ARMOR—Magical armor made out of forged steel. It provides the maximum defensive strength. It creates an energy shield around the player which is driven by the good mind of the player.

OTHER ITEMS—*Use These In Specific Situations*

There are many items other than weapons and armor which are very helpful to complete your quest. Using these items wisely will help you defeat Rubas.

CRYSTALS

Blue—Decreases enemy's hit points.
Green—Freezes the monsters for a short time.
Orange—Changes the color around the dungeon's exit.
Red—Warps you to the dungeon's exit.

SCROLLS

Blue—Warps you inside the dungeon (you may warp to a closed room).

► *When you don't know the name of the item that you collected, change to the INVENTORY/STATUS screen and move the arrow in the item column to see the name.*

Green—Warps you to the starting point (of your quest).
Orange—Warps you to the holy flame.
Red—Unknown(?).

NECKLACES
Blue—When used, you become temporarily invincible.
Green—Temporarily increases your defensive strength.
Orange—Increases your defensive strength.
Red—Unknown(?).

DRINKS
Blue—Restores hit points (up to the maximum).
Green—Restores 200 hit points.
Orange—Restores 100 hit points.
Red—Restores 50 hit points.
Note: Hit points will not exceed the maximum hit points.

MAGIC KEY
There is a magical key which shines in gold. You have to find out for yourself how to use it.

OTHER ITEMS.

FIRE MAGIC—This is a very useful magical torch. Using this torch in a dungeon will help you find the exit.

MAGIC MACE—This magic mace will protect Prince Myer. The effect of the Magic Mace is not known, but it will save the prince's life.

HYPER BOOTS—When you walk a long way, you get tired. You get especially tired of going up and down stairs. If you wear these . . .

FIGURE—The effect of this is unknown, however the shape of this object seems to carry some significance to understanding secrets of the game. Try using it against different enemies.

CHALICE—If you want to get certain items but you don't have any money, you can use this cup to make you rich.

► *You cannot use magical items, crystals or scrolls, inside of a shop.*
► *If you want to collect the most powerful items, you must venture into ALL the dungeons.*

EVIL SHIELD—It looks like a normal shield, but is slightly different. This is an evil, sinister shield.

EVIL BELL—The Devil's Bell. These are located at the top of each tower. Burn them with the holy flame.

ENEMY CHARACTERS—*Frightening Monsters That Gather For The Echo Of The Seven Bells.*

In order to do well on your quest, knowing enemy characters is important. If you become familiar with the characteristics of the monsters introduced here, the game will be more interesting. Here are the descriptions of some of the enemies you'll encounter in the kingdom and dungeons.

UNKNOWN RACES

Bounder—This character appears throughout the game. It bounces like a ball, up and down. This is a strong character.

Bounder Tower—This is another form of the Bounder, which lives in the dungeons. It has a central body that looks like a pole and a rotating head.

FIRE RACES

Fire—These are direct descendents of fire races.

Spark—These go up and down through the air very quickly. They are always found in groups. In many cases, they live in the cliffs near the paths.

Fog—These are included in the fire races however their body is not flame. Precisely, they are energy life forms. They float through the air and may appear out of mid-air.

- *Outside the castle and in the towers there are important items hidden. Before you leave a tower with the bell, be sure to search for anything hidden.*
- *Hearts and money appear randomly. If you want to collect a lot of them, go to an area where there are plenty of monsters to slay.*

Do Not Underestimate These Enemies Because Of Their Size!

SLIME RACES

Slime—This mollusk crawls slowly on the ground and sticks to the player, sucking out life-blood.

Crud—It looks like a liquid but is not. It is a jelly-like creature that has no shape. It sticks to and melts the player.

Crawler—This mollusk-type creature moves like a caterpillar.

Anemone—This is another mollusk-type creature. Some have tentacles, some don't, but all spit fireballs from their mouths.

RAT RACES

Rat/Fast Rat—These rats have wings on their backs which allow them to fly.

DEVIL RACES

Small Devil—These devils live in the magic palace. Indeed they are devils, their attack and defense powers are strong.

Pixie—Used to be a fairy, however after angering Rubas their appearance was changed and they were imprisoned. You don't have to kill them.

Black Bux—This will appear in front of an entrance and block the way. It could appear anywhere and block your path. One of the biggest of the devil races. It will open it's wings to frighten an enemy and spits fireballs from its mouth.

- ► *There are different types of monsters, even though they may appear the same. Be careful, their life force and attacking powers are different, too.*
- ► *Be careful when you are fighting near an entrance or exit. If you get hit, you may be pushed into another area.*

FISH RACE

Wall Fish—This ground fish lives in the walls inside the tower and outside of the castle.

INSECT RACES

Buraimu—This is a mollusk that lives in the tower and dungeons. It usually rests by sticking to the wall, but if you get close it will fly through the air.

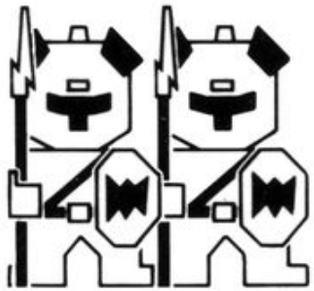
SNAKE RACE

Snake—This small snake lives mainly in dungeons and is usually found in groups. You won't have time to kill them all.

GHOST RACES

There are several different ghosts inhabiting the towers. All are deadly, draining the human spirit and should be avoided or killed when possible.

CLONE RACES



Gatekeeper—These guard the gate. They are cloned humans created by Rubas, King of the Devils. Since Rubas has instilled his spirit into these clones, they will not die no matter how often you attack them.

The Monsters Created By Black Magic

HUMANOID RACES

Weretiger—Be especially careful around the black WERETIGER, it's not only dangerous but cruel, too.

Weremonkey—A humanoid-monkey with the sly cleverness of a human. Its personality is moody. It mainly appears in dungeons.

Werecat—Rubas created the humanoid-types for his personal servants by using black magic. The WERECAT was created out of a cat.

Fire Demon—Its personality is dangerous, however it has a lot of pride (for a follower of Rubas). It was created from a wolf.

- *A room where Black Bux is around will have an item shop.*
- *Strong humanoid races are vulnerable to certain items.*
- *When you get a bell at the top of the tower, and return to the underground, the entrance to the tower will disappear.*

Killer Hound—Rubas tried to humanize a dragon but failed. The result is the KILLER HOUND.

Lizard Man—This is a humanoid-type chameleon. Like other reptiles, it's crafty. These are hated by other humanoid races.

Hyper Knight—Created from the spirits of dead soldiers. It doesn't have a body, just a helmet and armor. Inside it's just a spirit, but is very powerful.

All The Humanoid Types Are Very Strong!

THE POWERFUL TOWER BOSS

Death Bear—Since the Death Bear oversees one of the seven towers, it is very powerful.

In Rubas' castle (the magic palace) there are seven towers. Each tower has one Magical Bell guarded by the boss. The DEATH BEAR is just one of them. There are six others guarding the other bells.

King of the Devils, Rubas!
What does the devil controlling these monsters REALLY look like???

- ► *After you get the bell from the tower, the enemies in the tower and outside the tower may become more powerful.*
- ► *Burning a bell will allow you to recover hit points. But you can also keep it and burn it later.*

HELPFUL TIPS

Don't let the circle hearts get away—
Collecting circle hearts is the only way to increase your maximum number of hit points. Hearts will only restore hit points up to your maximum, but not beyond. (Circle hearts are located in paths and towers, etc. Collect them as you find them.)

Useless shots may lead you to death—
Once you fire the sword you cannot fire the next sword until the first sword disappears from the screen. If you are not wearing the glove to increase your sword speed, you might not be able to fight back quickly enough.

Don't let the chance go when you hit the monster—
When your sword hits a monster, the enemy movement will stop. Keep firing as you walk closer to the enemy.

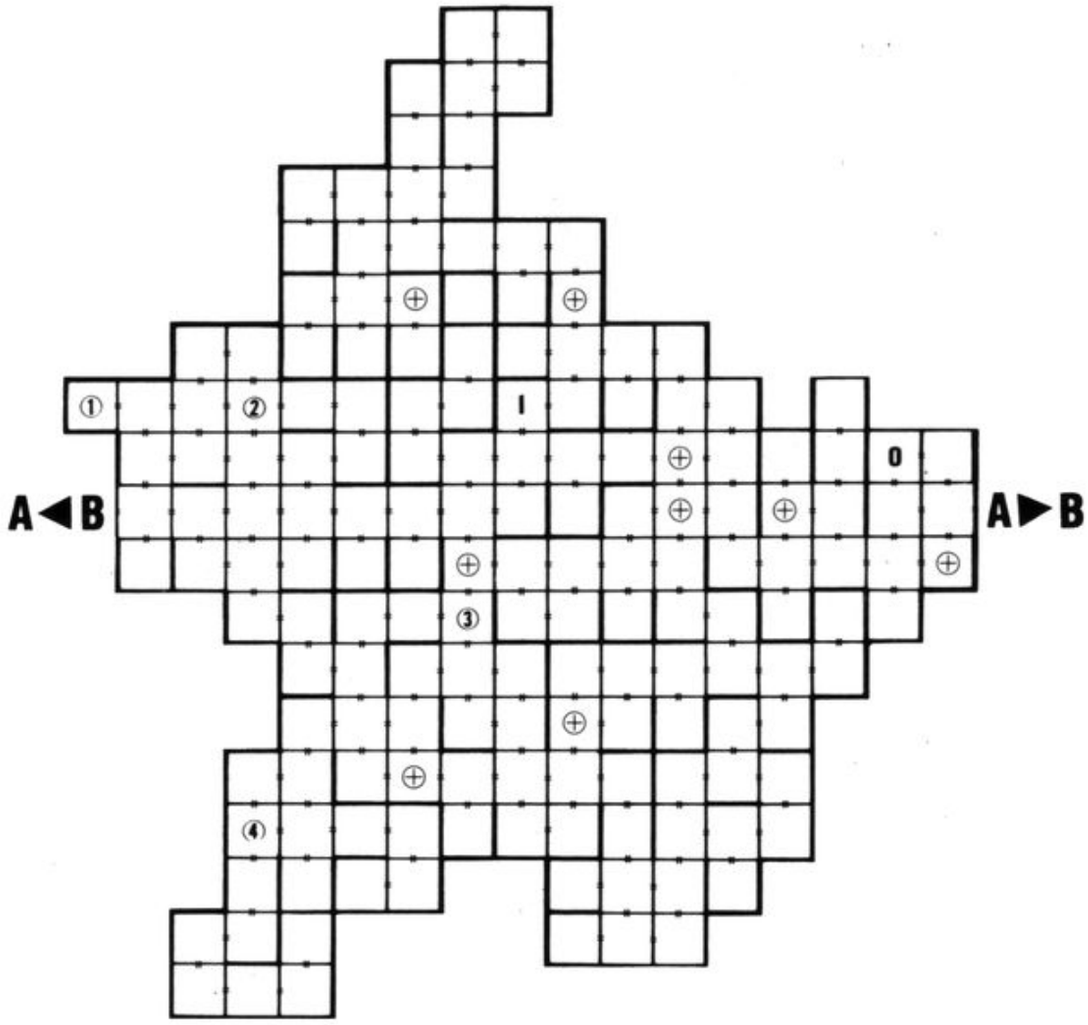
Understanding the movement of enemies—
Enemy characters have specific movement patterns depending on the placement or type of monster. Understanding these patterns will help you defeat, as well as avoid, dangerous enemies.

Utilize 8 direction movement—
Remember, Prince Myer can move and shoot in eight directions. Mastering all eight directions is especially important when fighting on stairs.

About parallel worlds . . .
Enemy attacks are more powerful and exits are more difficult to find in parallel worlds, but you may find useful items in these worlds. (While searching for the invisible exit from a parallel world, you may find some unexpected items.)

Draw a map for underground dungeons—
To find your way around the dungeons, and to keep from getting lost, carefully map the dungeons and write down the locations of magical drawings and monsters. We have included a map of the first dungeon to give you an idea of how to make a map. This dungeon is at the upper right corner of the starting screen (near the door with the gate).

'I' indicates the entrance.
'O' indicates the exit.
'1-4' indicate the shops.
⊕ markers are patterns on the floor.



COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna.
- Relocate the NES with respect to the receiver.
- Move the NES away from the receiver.
- Plug the NES into a different outlet so that the computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for addtional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:
How to Identify and Resolve Radio-TV Interference Problems.
This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

BRØDERBUND'S LIMITED 90 DAY WARRANTY

Brøderbund Software, Inc. ("Brøderbund") warrants for a period of ninety (90) days following the original retail purchase of this Game Pak ("PAK") that the PAK is free from substantial errors or defects that will materially interfere with the operation of the program as described in the enclosed user documentation.

If you believe you have found any such error or defect in the program during the warranty period, call Brøderbund's Technical Support Department, (415) 492-3500 between the hours of 8:00 and 5:00 (Pacific time), Monday through Friday. Brøderbund technical personnel will attempt to help you correct or avoid the problem. If any such error or defect cannot be corrected or reasonably avoided by the customer, Brøderbund will inform you how to obtain a corrected PAK (or, at Brøderbund's option, Brøderbund may authorize a refund of your purchase price).

PAK REPLACEMENT POLICY

If any PAK fails within ninety (90) days for any reason other than accident, or misuse by the customer, please return the defective PAK together with a dated proof of purchase to Brøderbund Software-Direct, 17 Paul Drive, San Rafael, California, 94903-2101, for a free replacement.

Brøderbund will replace PAK's damaged for any reason, whether during or after the ninety (90) day free replacement period, for $10.00 each plus a postage and handling charge of $2.50 per request, as long as the program is still being manufactured by Brøderbund.

LIMITATIONS ON WARRANTY

Unauthorized representations: Brøderbund warrants only that the program will perform as described in the user documentation. No other advertising, description or representation, whether made by a Brøderbund dealer, distributor, agent or employee, shall be binding upon Brøderbund or shall change the terms of this warranty.

Implied warranties limited: Except as stated above, Brøderbund makes no other warranty, express or implied, regarding this product. Brøderbund disclaims any warranty that the software is fit for a particular purpose, and any implied warranty of merchantability shall be limited to the ninety (90) day duration of this limited express warranty and is otherwise expressly and specifically disclaimed. Some states do not allow limitations on how long an implied warranty lasts, so the above limitation may not apply to you.

No consequential damages: Brøderbund shall not be liable for special, incidental, consequential or other damages, even if Brøderbund is advised of or aware of the possibility of such damages. This means that Brøderbund shall not be responsible or liable for lost profits or revenues, or for damages or costs incurred as a result of loss of time, data, or use of the software, or from any other cause except the actual cost of this product. In no event shall Brøderbund's liability exceed the purchase price of this product. Some states do not allow the exclusion or limitation of incidental or consequential damages, so the above limitation or exclusion may not apply to you.

For technical support on this or any other Brøderbund product, call (415) 492-3500.

Brøderbund Software, Inc., 17 Paul Drive,
San Rafael, California 94903-2101

Printed in Japan